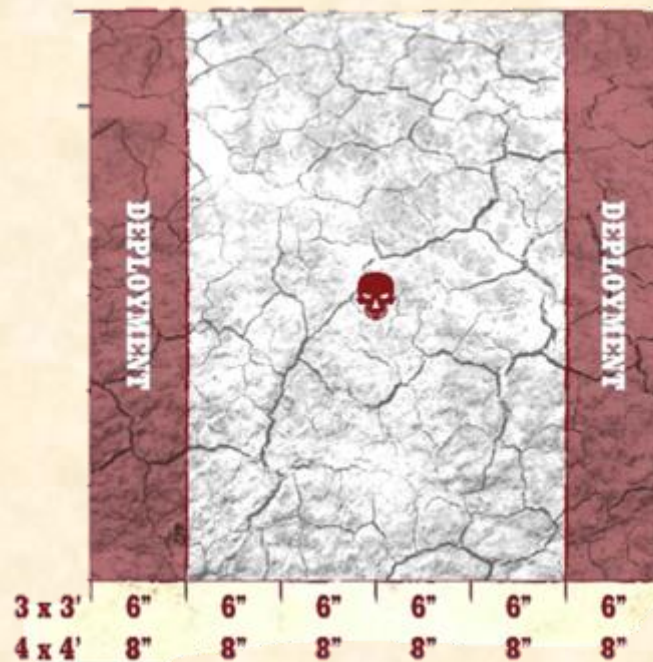


Containment

A monstrous experiment has breached its containment and has carved itself a territory out in the local area. Two forces clash while trying to destroy or recover the creature before anyone else can learn its secrets. The longer the creature is alive the stronger it becomes and the more dangerous claiming it will be.



Setup:

Place a model that represents the creature in the centre of the Play Area. It immediately scatters d5 x 2" and then scatters again d10". If any scatter would cause the Creature to be placed out of the Area of Play re- roll the scatter until it does not. During Step 1 of the Resolution Phase the Creature scatters d5 x 2" and then scatters again d10". The game lasts 5 turns.

Corrupted:

If the beast is killed remove the model from play then roll a D10 on a 1 nothing happens on a 2-8 spawn a hex beast in place of the creature, on a 9-10 spawn D5 hex beasts in place of the creature. These Beasts have the same stat card as normal and scatter as described above and do not need to keep coherence to avoid being disordered.

Bring it down!

Any individual model size M or smaller in a force has been armed with non-lethal version of their ranged non-template weapons intended to capture the creature. Each unit or single model can make a single special action shot against the creature per turn with no piercing (see creatures stats in the reference card below) if the creature fails its grit check it becomes unconscious. The effect may not last, during Step 1 of the Resolution Phase the Creature takes a mind check +1 for the current round. If it passes, then the creature comes around and immediately scatters as described above. If it fails it stays exactly where it is and takes no actions. At the end of the game if the creature is still unconscious the player who caused it to be in that condition gains 5 victory points.

Bring me it's head!

If you manage to kill the creature and all its spawn, you gain 3 victory points when the game ends.

Rampage:

If a friendly model comes into base contact with the Creature roll a D10 and consult the below table and resolve as described before any other actions are taken. The model that the creature came into contact with must have a hit resolved against it following the instructions given in the relevant table entry below.

Result	Effect
1-2	The creature is confused and disorientated. No effect
3-4	The creature stands firm and unleashes a terrifying unearthly sound. All models in 4" take an unmodified mind check. If passed they stand firm, if failed they scatter D10" and gain the hunkered condition.
5-6	The creature swipes viciously at its prey. Use the tear template placing the thin end farthest away from the creature touching at least 1 model at the front and encompassing as many models as possible under the template. All models under the template suffer an automatic Prc-2 hit any survivors gain the stunned and disordered condition.
7-8	The creature stomps down his mighty foot crushing all beneath it. Use the blast template and place it over as many models as possible. Any model under the template suffers an automatic Prc -3 hit any survivors gain the disordered condition.
9-10	The creature snaps its massive jaws engulfing its prey. A single model suffers an automatic Prc -4 hit. If there are still any models in base contact with the creature roll on the table again until no model is in contact with the creature.

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